Customising your phone, continued

Your security PIN

You will only need this feature if you plan to set up **Call Barring**.

The base unit has a default PIN (personal identity number) of **0000**. You can change it to any number you'll remember, with up to eight digits.

1 Press **MENU** 📧 then ▼ ▼ TWICE → *PHONEBK* → *BASE*
2 Press **OK**
3 Press ▼ ▼ SIX times → *PIN CODE*
4 Press **OK** → *PIN*
5 Key in the existing PIN (default 0000) and press **OK** → *NEW PIN*
6 Key in the your new PIN and press **OK** → *RETYPE*
   Key in the your new PIN again and press **OK**
9 Press **MENU** 📧 to go back to standby mode

! If you forget your new PIN, you'll need to reset the system, and you'll lose any numbers you've stored in memory.

9 Resetting the system

! If you reset the system, you will lose all stored information (including numbers in memory) and all features will return to their default settings.

! While you are resetting the system, you should disconnect the telephone line cord from the back of the base unit, so you won't be interrupted by incoming calls.

There are two methods of resetting the system. You'll only need the second one if you have set a PIN and forgotten it. The PIN will be reset to 0000.

Reset with the PIN

1 Press **MENU** 📧 then ▼ ▼ TWICE → *PHONEBK* → *BASE*
2 Press **OK** → *VOLUME*
3 Press ▼ NINE times → *DEFAULT*
4 Press **OK** → *PIN*
5 Key in your PIN (default 0000)
6 Press **OK** → You hear a confirmation tone from the handset and base unit.

Reset without the PIN

1 Remove the batteries from the handset
2 Press and hold **STAR** ✳ while you replace the batteries → *DEFAULT*
3 Release **STAR** ✳ and press **OK**
   → You hear a confirmation tone from the handset and base unit, and *SEARCH 1* will appear on the display for a few moments.

Contents of this User Guide

For installation instructions, guarantee and service information and a technical specification, refer to the user guide for the base unit telephone.

For instructions on how to operate the **answering machine**, refer to the user guide for the base unit telephone.

Pressing buttons on your phone

When the instructions in this user guide tell you simply to '**press**' a button, this means that you should **press the button briefly, then release it**.

When the instructions tell you to '**press and hold**' a button, this means you should **keep the button pressed** until the display changes and/or you hear a tone.
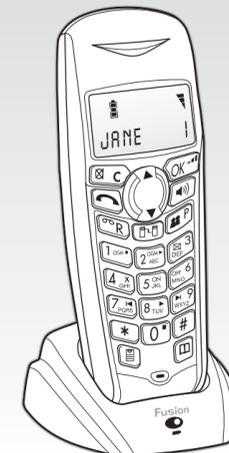
Australia Ver 1, Apr 06

Fusion 2510

Digital cordless handset for use with the Fusion 2510 base telephone and answering machine

USER GUIDE

If you need help …

The **Binatone Help Line** is available from 9.00 am to 5.00 pm, Monday to Friday, on

1300 768 112

Calls are charged at Local Call rate.

Or visit our website:
http://www.binatonetelecom.com/

Important note — emergency calls

The Fusion 2510 cordless handset is not designed for making emergency calls when the mains power fails. If you need to call Emergency Services. During a power failure, use the base unit telephone (you'll need to lift the handset, not use the speakerphone).

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10 Intercom, transfer & conference

If you have a **Fusion 2510 Twin**, **Triple** or **Quad** system, you already have two, three or four handsets.
Altogether, you can have **up to five handsets** registered to the base unit, as numbers **2**, **3**, **4** and **5**.

With more than one handset registered to your base unit, you can
■ make **intercom calls** from one handset to another
■ make a **new intercom call** while you are on an outside call
■ **shuttle** between an outside call and an intercom call
■ **transfer** an outside call from one handset to another
■ set up a **three-way conference call** between yourself, an outside call and an intercom call

Each handset has its own number — **1**, **2**, **3**, **4** or **5** — which is shown on the right-hand side of the display.

Note: the main base unit does not have intercom facility.

Please note —

■ Among the handsets registered to a single base unit, only **one outside call** and **two intercom calls** can take place at once.
■ If you try to make an outside call while another handset is already on the line, you will hear **Busy** tone.
■ If you try to make an intercom call when one is already in progress, you will hear **Busy** tone.
■ When one handset is using the outside line, the **EXT** symbol will appear on the displays of all other handsets.

To make an intercom call

To make a call to another handset

1 Press **INTERCOM** → You hear Dial tone
2 Key in the number of the other handset (1, 2, 3, 4 or 5)
   → The other handset's number appears on your display. On its display, your number appears, and the **INT** symbol flashes. When the other handset user presses the **PHONE** button to answer, you will be connected.

To end an intercom call

▶ Press **PHONE** on your handset
   → The other person will hear Busy tone, and should also press **PHONE** to hang up.

To transfer a call

When you've made or answered an outside call, to transfer it to another handset:

1 Press **INTERCOM** and key in the number of the other handset
   → The outside call is put on hold. When the other handset answers, you can speak to the user. If the other handset does not answer, you can get back to the outside call by pressing **INTERCOM** again.
   To **transfer** the outside call to the other handset:
2 Press **PHONE** to hang up and transfer the call

To shuttle between two calls

When you have both an outside call and an intercom call connected, you can shuttle from one to the other, like this:

▶ Press **INTERCOM** to speak to each call in turn, putting the other on hold
   You can **transfer** the outside call to the other handset by pressing **PHONE** while you're connected on the intercom call
   If you press **PHONE** while you're connected to the outside call, you will disconnect it.
   If the other handset user presses **PHONE** on their handset to hang up, you'll be left connected to the outside call.

Conference calls

To set up a three-way conference between yourself, an outside call and an intercom call with another handset:

1 Either make or answer an outside call
2 Press **INTERCOM** then key in the number of the other handset
   The other user answers by pressing **PHONE** on their handset.
3 Press **#** (HASH) and hold it for about 2 seconds
   → You hear a confirmation tone when your conference call is connected. If either handset user presses **PHONE** to hang up, the other user will be left connected to the outside call.

New Call tone

When you are on an intercom call and an outside call comes in, you will hear **New Call** tone over your conversation to tell you that someone is calling you. The **EXT** symbol will also flash on your handset's display.

1 Press **PHONE** to end the intercom call → Your handset will ring
2 Press **PHONE** again to answer the outside call

11 Handset registration

! The handset(s) supplied with your Fusion 2510 base unit are already registered — the first one as handset number 1, the second as number 2. You don't need to re-register them unless you have a problem.

To check whether a handset is registered, make sure mains power to the base unit is switched on and the handset is within range. The handset's display should show its number, and the 'signal level' symbol on the display should show three bars. If the display shows *NOT SUB*, you need to re-register the handset.

To register a new handset or to re-register a handset

1 Press **HANDSET LOCATOR** 📶 on the base unit for about 3 seconds
   → You hear two short beeps and the IN USE light flashes. You now have 3 minutes in which to register the handset.
2 Press **MENU** 📧 on the handset → *REGISTER*
   (If the display shows *REGISTER* at this point, press ▼ until it does.)
3 Press **OK** → *BS 1234* (These are base unit numbers.)
4 Key in **1** (base unit number 1) → *PIN*
   (Or, if the handset is already registered to a **different** base unit, key in a base unit number that is not flashing.)
5 Key in your PIN (default 0000) and press **OK** → *SEARCH*
   → After a few moments, when the handset finds the base unit, a number* appears on the display.
6 Press **OK** to confirm registration
   The handset's display should now show its name and number.
   If the display still says *NOT SUB*, go through the registration procedure again from step 1. If registration doesn't work this time, call the Binatone Help Line for advice.

   *This is the RFPI number, a universal DECT identity number. You won't need it unless you want to register your handset to a different brand of DECT base unit.

To de-register a handset

You may need to do this if you need to replace a faulty handset. Call the Binatone Help Line if you need more advice.

1 Press **MENU** 📧 → *PHONEBK*
2 Press ▼ ▼ TWICE → *BASE*
3 Press **OK** → *VOLUME*
4 Press ▼ ▼ SEVEN times → *DEL HS*
5 Press **OK** → *PIN*
6 Key in your PIN (default 0000) and press **OK**
7 Press ▲ ▼ repeatedly to go to the number of the handset you want to de-register
8 Press **OK** → *CONFIRM*
9 Press **OK** to confirm de-registration

Note — you cannot de-register the handset you are currently using.

Registering to a different brand of base unit

Your Fusion 2510 handsets can be registered to any GAP-compatible base unit; or you can register other GAP-compatible handsets to your Fusion 2510 base unit. **But we do not guarantee that all features or display messages will be available using other manufacturers' equipment.**

1 Follow the instructions in the **base unit**'s User Guide to put the base unit into registration mode (for example, step 1 of the registration procedure listed here).
2 Follow the instructions in the **handset**'s User Guide to register the handset (for example, steps 2 to 5 listed here). If you need to enter a PIN code for the base unit, refer to the **base unit**'s User Guide.

If you have problems, contact the Binatone Help Line for more advice.

Waste electrical products must not be disposed of with household waste. This equipment should be taken to your local recycling centre for safe treatment.

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12 Operational notes

Interference

If the sound quality gets worse as you move around while on a call, this is probably due to interference between the handset and the base unit, perhaps because you are too near to another phone or other electrical equipment. **Move to a different position to clear the interference.** If you do not move, your call may be cut off.

Radio interference in the environment may occasionally cause a short break in the link between the handset and the base unit while you are on a call. The handset's display will flash briefly, while the unit automatically changes to a different channel to restore the link.

Keeping the batteries charged

When you don't need to carry your handsets around (for example, at night), leave them on the charger pod, to keep the batteries charged.

Whenever the battery charge level symbol on the display shows 'nearly empty', replace the handset on the charger pod.

'Out of range' warning

If you hear a **warning tone** during a call, and/or the sound in the earpiece becomes faint or distorted, you may be going out of range of the base unit. **Move nearer to the base unit within 20 seconds**, until the tone stops. Otherwise, your call may be cut off.

While you are out of range and you are not on a call, the handset's display shows *SEARCH* and the 'signal level' symbol flashes. Before you make a call, you must move closer to the base unit until the handset's name and number are displayed and the symbol stops flashing.

13 Troubleshooting

! The Fusion 2510 must be serviced by trained engineers. NEVER attempt any repairs or adjustments yourself — you could make the problem worse and invalidate the Guarantee.

ALWAYS check first that:
■ you have followed the steps listed in the main user guide to install and set up your Fusion 2510
■ all connectors are firmly inserted in their sockets
■ mains power is switched on at the socket
■ the cordless handset's batteries are correctly and securely installed, and are not run down

Everyday use

"I cannot make or answer calls."	Check that the base unit's **mains power** adapter is plugged in and power is switched on. The cordless phone won't work if the base unit has no electrical power.
	Move the handset **closer** to the base unit.
	Check the **Battery Level** symbol on the display. If it is low, replace the cordless handset on the charger pod to recharge the batteries.
	If you still can't make calls, try **re-registering** the handset.
"When I press keys on the handset, nothing happens."	Make sure the **batteries** are fitted in your handset. If the Battery Level symbol on the display shows 'low', recharge the batteries.
	Press and hold the **OK** button until the handset comes to life. The **OK** button switches the handset on and off.
	Check whether there's a '**key**' symbol on the display. If so, the keypad is locked. Turn to Section 8 to find out how to unlock it.
"When I press keys on the handset, digits appear on the display, but I can't make an outside call."	**Call barring** may have been set. See Section 7 for more information.
	Try moving the handset **closer** to the base unit.
	Try a **different position** for the base unit — perhaps higher, or further from other electrical equipment.

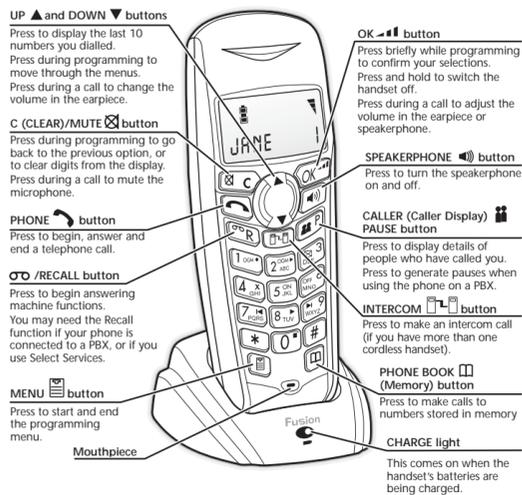|	
"The cordless phone does not ring"	Check that the base unit's **mains power** adapter is plugged in and power is switched on. The cordless phone won't work if the base unit has no electrical power.
	Check that you have not set the **ringer volume** to Off. See Section 6 for more information.
"My call was cut off when I went out of range. Now I can't use my handset."	Move the cordless handset **closer** to the base unit before you try again to make a call.
"There is interference, noise or echoing on the line."	Move the cordless handset **closer** to the base unit, or to a different position.
	Try moving the base unit so that it's **not near other electrical equipment**, such as a TV or a computer.
	You'll get the best results if you site the base unit as high as possible. For example, in a two-storey house, the first-floor landing is an ideal place for the base unit.
"When I press the PHONE or SPEAKERPHONE button, I hear a loud noise."	The strange noise is caused by interference. Disconnect the mains power lead from the back of the base unit, then wait 30 seconds before reconnecting it.
"I hear 'beeps' from my handset while I'm on a call."	You may be going **out of range** of the base unit. Move closer, or your call may be cut off.
	Check the **Battery Level** symbol on the display. If it shows 'low', recharge the batteries.
"The volume in the earpiece is low."	Make sure you're holding the earpiece correctly over your ear.
	Adjust the volume as decribed in Section 6.
"When I try to make a call, I hear Busy tone and the IN USE light on the base unit does not come on."	Check your handset's display — if it says either *NOT SUB* or *BASE.....*, you need to re-register the handset.
	If the display says *SEARCH 1*, make sure the mains power lead is plugged into the back of the base unit, and the adapter is plugged into the mains socket with the power switched on.
	If you have more than one handset registered to your base unit, check that another handset isn't already in use on a call.

Intercom and transfer

"I can't transfer a call."	Make sure the other cordless handset is within range of the base unit, and is not busy on a call.
	Make sure you are keying in the correct number (**1** to **5**) for the other handset.

Batteries

"The handset's batteries are running low within an hour or two."	Before you first used the handset, you should have left it on the charger pod for **up to 15 hours** to charge the batteries fully.
	You may need to **replace the batteries**
"The CHARGE light on the charger pod does not come on."	Clean the battery charging contacts with a dry cloth.
	Check the **connections** between the charger pod and the mains power socket.26
"I try to recharge the batteries, but I still get a warning that they are low."	You need to **replace the batteries**. Please note the following safety warnings:
■ Use only NiMH (Nickel metal hydride) 1.2 V AAA **rechargeable** batteries in the handset. The best way to make sure you get the right batteries is to take the old ones with you when you go to buy new ones.
■ Dispose of used batteries safely — never burn them, or put them where they could get punctured.

PBX use

"Last Number Redial and/or memory dialling don't work on a PBX.	When you first make a call, try pressing the **CDS** button for a **pause** between the outside line access digit (e.g. 9) and the telephone number. You should later be able to redial the number.
	When storing numbers in memory, you can include the **outside line access digit** (e.g. 9) with each number.
	If your PBX requires you to wait for a second Dial tone before dialling the telephone number, press the **CDS** button for a pause between the access digit and the number.
"My Fusion 2510 cordless handset won't work properly on a PBX."	You may need to change the **recall** setting. Call the Binatone Help Line for advice. It will help if you have your PBX documentation to hand when you make the call.

1 Where to find it

UP ▲ and DOWN ▼ buttons
Press to display the last 10 numbers you dialled.
Press during programming to move through the menus.
Press during a call to change the volume in the earpiece.

C (CLEAR)/MUTE ⊠ button
Press during programming to go back to the previous option, or to clear digits from the display.
Press during a call to mute the microphone.

PHONE 📞 button
Press to begin, answer and end a telephone call.

📼 /RECALL button
Press to begin answering machine functions.
You may need the Recall function if your phone is connected to a PBX, or if you use Select Services.

MENU 🗒 button
Press to start and end the programming menu.

Mouthpiece

OK ◄■ button
Press briefly while programming to confirm your selections.
Press and hold to switch the handset off.
Press during a call to adjust the volume in the earpiece or speakerphone.

SPEAKERPHONE 🔊 button
Press to turn the speakerphone on and off.

CALLER (Caller Display)/PAUSE button 🎙
Press to display details of people who have called you.
Press to generate pauses when using the phone on a PBX.

INTERCOM 📱 button
Press to make an intercom call (if you have more than one cordless handset).

PHONE BOOK 📖 (Memory) button
Press to make calls to numbers stored in memory

CHARGE light
This comes on when the handset's batteries are being charged.

Before you can use the handset to make calls, you need to fit and fully charge the batteries.

For instructions on how to install the base unit and charger pod, and to fit and charge the batteries, refer to the user guide for the base unit telephone.

2

Display messages and symbols

This shows the handset's name.
When you dial a phone number, it is shown here. After 15 seconds, the call's duration is shown.

MICRO 1

What the symbols mean

Symbol	Name	Description
◄	Left arrow	The number you've dialled has more than 12 digits, and the display is scrolling to show the most recent ones.
🔋	Battery charge level	Whenever this shows 'nearly empty' (⬒), put the handset on the base unit to charge the batteries. While the battery is being charged, the level shown will keep changing.
EXT ↗	Outside call	You are connected to the telephone line — your handset is 'off-hook'. The EXT flashes, without the phone symbol, while your handset is ringing for an incoming call.
INT ↘	Intercom call	You are connected to an intercom call. The INT flashes, without the phone symbol, when the HANDSET LOCATOR button on the base unit is pressed.
➔	Programming	You are programming the handset or base unit.
📖	Phone book	You have pressed the MEMORY button to make a call to a stored number.
0⟋	Lock	Your handset's keypad is locked.
⊠	Mute	Your handset's microphone is muted.
🔊	Speakerphone	Your handset's loudspeaker is on.
📼	Answering machine	The answering machine is switched on.
✉	Messages	You have received new Caller Display messages.
▰	Signal level	Shows the strength of the signal between the handset and base unit, and flashes when you are out of range of the base unit. If the level is low, or the symbol is flashing, move closer to the base unit.

7

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2 Making and answering calls

The Speakerphone

Press the SPEAKERPHONE (🔊) button to listen on calls without holding the handset to your ear. You can start a call by pressing the SPEAKERPHONE button, or press it at any time during a call; but you must always press the PHONE (📞) button to end a call.

To make a call

1 Key in the phone number
If you make a mistake, press ⊠C to clear digits from the display. To clear all digits, press and hold ⊠C.

2 Press PHONE 📞 or SPEAKERPHONE 🔊

To answer a call
When the handset and base unit ring:
▸ Press PHONE 📞 or SPEAKERPHONE 🔊

To end a call
▸ Press PHONE 📞 so that the 📞 symbol disappears from the display

Last Number Redial
To make a repeat call to the last number you dialled:
1 Press PHONE 📞 or SPEAKERPHONE 🔊
You hear Dial tone in the earpiece.
2 Press ▼
To make a repeat call to one of the 10 last numbers you dialled:
1 Press ▲ or ▼ until the number is shown on the display
2 Press PHONE 📞 or SPEAKERPHONE 🔊

Muting the mouthpiece
▸ Press ⊠C once to mute the mouthpiece
While the mouthpiece is muted you can hear the person on the other end of the call can't hear you. ⊠ is shown on the display, and you cannot press any numbered key to send digits down the line.
▸ Press ⊠C once again to un-mute the mouthpiece

4

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3 Phone Book (memory dialling)

You can store up to 40 numbers in each handset's Phone Book (memory). Each number can have up to 20 digits, and you can store a name of up to eight characters with the number.

To store a number   The display shows:
1 Press MENU 🗒   ➔ PHONEBK
2 Press OK ◄■   ➔ ADD
3 Press OK ◄■   ➔ NAME?
4 Key in the name, using the numbered keys
5 Press OK ◄■   ➔ NUMBER?
6 Key in the number
Note: if you're using Caller Display, you should store the full number, including the dialling code (starting with 0). If it's a local number, you'll still be charged the Local Call rate when you dial it from memory.
7 Press OK ◄■   ➔ ADD
You can now carry on storing numbers, or press MENU 🗒 again to go back to standby mode.

To clear a number from memory
1 Press MENU 🗒   ➔ PHONEBK
2 Press OK ◄■   ➔ ADD
3 Press ▼   ➔ DELETE
4 Press OK ◄■
5 Press ▲ or ▼ until the display shows the number you want to delete
6 Press OK ◄■
You can now carry on deleting numbers, or press MENU 🗒 again to go back to standby mode.

To make a memory call
1 Press MEMORY 📖 ➔ 📖 (and the first stored name and number)
2 Press ▲ or ▼ until the display shows the name and number you want
3 Press PHONE 📞 or SPEAKERPHONE 🔊 to dial the number

5

Phone Book, continued

To modify (change) a number in memory
1 Press MENU 🗒 then OK ◄■ ➔ PHONEBK ➔ ADD
3 Press ▼ TWICE ➔ MODIFY
4 Press OK ◄■
5 Press ▲ or ▼ until the display shows the name and number then press OK ◄■
6 Modify the name if necessary, pressing ⊠C to clear characters from the display before keying in the correct ones
7 Press OK ◄■
8 Modify the number if necessary then press OK ◄■
You can now carry on modifying numbers, or press MENU 🗒 again to go back to standby mode.

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5 Caller Display

If you subscribe to this feature from your service provider, you can see the phone numbers of people calling you, before you answer. The Fusion 2510 will store the numbers of the last 30 incoming calls. Each Caller Display record includes:
■ The caller's name, if it's one you've already stored in your phone's memory.
■ The caller's number (up to 20 digits). The number won't be displayed if the network they're calling from doesn't support this feature; or if they've withheld their number by dialling 141. If the caller's number wasn't available, the display shows a row of dashes.
■ The month, date and time of the call
When there have been calls you haven't answered, the ✉ symbol is shown on the display, and the IN USE light on the base unit flashes.

To check Caller Display records
1 Press CALLER 🎙
2 Press ▲ or ▼ to scroll through the records
You'll see either a name or a number and the time of the call. If a name is displayed, to check the number:
3 Press OK ◄■
When you reach the beginning or end of the list of records, you'll hear a warning 'beep'. Once you've checked all the records, the ✉ symbol will disappear from the display and the IN USE light will stop flashing.

6

Caller Display, continued

To return a call
To make a return call to someone who's called you:
▸ Press PHONE 📞 or SPEAKERPHONE 🔊 while the name and number are shown on the display

To delete a Caller Display record
1 Press CALLER 🎙 , then ▲ or ▼, until the record is displayed
2 Press OK ◄■ again ➔ DELETE?
3 Press OK ◄■ to delete this record
OR press C ⊠C if you don't want to delete the record
When there are no more records, the display shows EMPTY.

To delete all Caller Display records
1 Press CALLER 🎙
The display shows the first Caller Display record
2 Briefly press C ⊠C ➔ DEL ALL?
3 Press OK ◄■ to delete all records
OR press C ⊠C if you don't want to delete all records
When there are no more records, the display shows EMPTY.

How to key in letters and other characters
When you're keying in names (such as when storing numbers in memory), the numbered keys 1 to 9 give you letters, as follows:
1 gives space, - 1   2 gives A B C 2   3 gives D E F 3 ... etc.
For example, to key in JAME — press 5 once, press 2 once, press 6 twice and press 3 twice.
After keying in a character, wait for the cursor (the flashing line) to move to the next position before you key in the next one.
C takes you back to the previous character; ▼ takes you to the next one.
If you need to insert a pause when keying in a number, press the CDS button. (You'll only need this if you're using your phone on a PBX.)

7

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6 Tones and volumes

To adjust the earpiece or speakerphone volume during a call
1 Press OK ◄■ to show the current volume level ➔ 1 to 5
2 Press ▲ or ▼ to change the volume
3 Press OK ◄■ to confirm
If you want to turn off the speakerphone and listen through the earpiece, just press SPEAKERPHONE 🔊

To adjust the earpiece volume for all calls
While the phone is not connected on a call:
1 Press MENU 🗒   ➔ PHONEBK
2 Press ▼   ➔ HANDSET
3 Press OK ◄■   ➔ BEEP
4 Press ▼   ➔ EAR VOL
5 Press OK ◄■   ➔ EAR VOL and 1 to 5
6 Press ▲ or ▼ to change the volume
7 Press OK ◄■ to confirm ➔ You hear a 'beep'
8 Press MENU 🗒 to go back to standby mode

Handset ringing melodies
To change the ringing melody for incoming external calls:
1 Press MENU 🗒   ➔ PHONEBK
2 Press ▼   ➔ HANDSET
3 Press OK ◄■   ➔ BEEP
4 Press ▼ FOUR times ➔ EXT RING
5 Press OK ◄■   ➔ MELODY and 1 to 5
6 Press ▲ or ▼ to hear each melody in turn*
7 Press OK ◄■ to confirm the melody you want
8 Press MENU 🗒 to go back to standby mode
To change the ringing melody for intercom calls:
▸ Follow steps 1 to 8 above, but at step 5, press ▼ THREE times so the display shows INT RING

8

Handset ringing volume
You have a choice of five volume levels or of turning the ringer off.
1 Press MENU 🗒   ➔ PHONEBK
2 Press ▼   ➔ HANDSET
3 Press OK ◄■   ➔ BEEP
4 Press ▼ TWICE ➔ RING VOL
5 Press OK ◄■   ➔ 1 to 5 or VOL OFF
6 Press ▲ or ▼ to change the volume
7 Press OK ◄■ to confirm
8 Press MENU 🗒 to go back to standby mode

Base unit ringing melody
1 Press MENU 🗒   ➔ PHONEBK
2 Press ▼ TWICE ➔ BASE
3 Press OK ◄■   ➔ VOLUME
4 Press ▼   ➔ MELODY
5 Press OK ◄■   ➔ MELODY and 1 to 5
6 Press ▲ or ▼ to hear each melody in turn*
7 Press OK ◄■ to confirm the melody you want
8 Press MENU 🗒 to go back to standby mode

Base unit ringing volume
1 Press MENU 🗒   ➔ PHONEBK
2 Press ▼ TWICE ➔ BASE
3 Press OK ◄■   ➔ VOLUME
4 Press OK ◄■   ➔ RING VOL and 1 to 5 or VOL OFF
5 Press ▲ or ▼ to change the volume
6 Press OK ◄■ to confirm the volume level you want
7 Press MENU 🗒 to go back to standby mode

* If you've set the ringer volume to OFF, you won't hear any melody at this point.

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Key tone on/off
Each time you press a key, you hear a tone. You can turn this off if you prefer.
1 Press MENU 🗒 then ▼ ➔ PHONEBK ➔ HANDSET
2 Press OK ◄■   ➔ BEEP
3 Press OK ◄■   ➔ KEYTONE
4 Press OK ◄■   ➔ ON or OFF
5 Press ▲ to switch on or ▼ to switch off
6 Press OK ◄■ to confirm
7 Press MENU 🗒 to go back to standby mode

Low Battery tone on/off
When the battery level is low, as well as seeing the symbol on the display, you also hear a tone. You can turn the tone off if you prefer.
1 Press MENU 🗒 then ▼ ➔ PHONEBK ➔ HANDSET
2 Press OK ◄■   ➔ BEEP
3 Press OK ◄■   ➔ KEYTONE
4 Press ▼   ➔ LOW BATT
5 Press OK ◄■   ➔ ON or OFF
6 Press ▲ to switch on or ▼ to switch off
7 Press OK ◄■ to confirm
8 Press MENU 🗒 to go back to standby mode

'Out of range' warning tone on/off
When the handset goes out of range of the base unit, you hear a tone. You can turn the tone off if you prefer.
1 Press MENU 🗒 then ▼ ➔ PHONEBK ➔ HANDSET
2 Press OK ◄■   ➔ BEEP
3 Press OK ◄■   ➔ KEYTONE
4 Press ▼ TWICE ➔ OUTRANGE
5 Press OK ◄■   ➔ ON or OFF
6 Press ▲ to switch on or ▼ to switch off
7 Press OK ◄■ to confirm
8 Press MENU 🗒 to go back to standby mode

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7 Call barring

Using call barring, you can prevent certain types of call being made on your handset. There are four levels of Call Barring:
■ NO BAR — all calls are allowed. This is the default.
■ NATIONAL — you can make local and long-distance calls, but no international calls (numbers starting with 00).
■ LOCAL — you can make local calls, but no long-distance calls (numbers starting with 0).
■ INTERNAL — you can't make any outgoing calls except emergency 999 calls.

Note: call barring is not possible on the main base.

To set Call Barring
1 Press MENU 🗒 then ▼ TWICE ➔ PHONEBK ➔ BASE
2 Press OK ◄■
3 Press ▼ TWICE ➔ CALL BAR
4 Press OK ◄■ ➔ PIN
5 Key in your PIN (default 0000) and press OK ◄■ ➔ HANDSET 1
6 If you want to set call barring for a different handset, press ▲ or ▼ until its number is shown on the display
7 Press OK ◄■
➔ The display shows the current level of call barring for the handset you have selected.
8 Press ▲ or ▼ to change the call barring level
9 Press OK ◄■ to confirm
10 Press MENU 🗒 to go back into standby mode

To turn call barring OFF:
▸ Follow steps 1 to 10 above, setting the level to NO BAR at step 8

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8 Customising your phone

Your handset's name
The default name shown on your handset's display is MICRO. You can change this to anything with up to eight characters.
1 Press MENU 🗒 then ▼ ➔ PHONEBK ➔ HANDSET
2 Press OK ◄■   ➔ BEEP
3 Press ▼ FIVE times ➔ H S NAME
4 Press OK ◄■ to display the current name
5 Press C repeatedly to clear the display
6 Key in your chosen name
7 Press OK ◄■ to confirm
8 Press MENU 🗒 to go back to standby mode

Auto-answer
Normally, you need to press PHONE or SPEAKERPHONE to answer an incoming call. But with auto-answer turned on, when your handset is resting on the base unit and it rings for an incoming call, you can answer by simply lifting the handset.
To turn auto-answer on or off:
1 Press MENU 🗒 then ▼ ➔ PHONEBK ➔ HANDSET
2 Press OK ◄■   ➔ BEEP
3 Press ▼ SIX times ➔ AUTO ANS
4 Press OK ◄■ to display the current setting
5 Press ▲ to switch on or ▼ to switch off
6 Press OK ◄■ to confirm
7 Press MENU 🗒 to go back to standby mode

❗ If you have turned auto-answer on, don't press the PHONE after you've answered a call by lifting the handset; if you do, you'll disconnect the call.

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Display language
By default, display messages are shown in English; you can change the language to French, German, Portuguese, Spanish or Russian (or other languages which may be listed on the display) if you prefer.
1 Press MENU 🗒 then ▼ ➔ PHONEBK ➔ HANDSET
2 Press OK ◄■   ➔ BEEP
3 Press ▼ SEVEN times ➔ LANGUAGE
4 Press OK ◄■ to display the current language
5 Press ▼ until the language you want is displayed
6 Press OK ◄■ to confirm
7 Press MENU 🗒 to go back to standby mode

Locking the keypad
When the keypad is locked, no numbered keys can be pressed so you can't make calls by mistake.
To lock the keypad:
1 Press MENU 🗒   ➔ PHONEBK
2 Press ▼ THREE times ➔ KEY LOCK
3 Press OK ◄■
4 Press ▲ so the display shows ON
5 Press OK ◄■ to confirm
➔ The display shows the 0⟋ symbol when the keypad is locked.
To unlock the keypad:
1 Press MENU 🗒 ➔ KEY LOCK
2 Press OK ◄■
3 Press ▼ so the display shows OFF
4 Press OK ◄■ to confirm

Locking and unlocking the keypad (quick method)
This method is quicker but less secure than the one above.
▸ Press and hold # (HASH) # while the handset is idle
❗ With the keypad locked, you cannot make emergency calls to 999 or 112.